**Coding Cobber's Game Plan**

Members-Ben, Huy, Matthew

Created Milestones

Core Gameplay Milestone (Done by April 3rd)

* Base Gameplay (Huy)
  + Creates Object (Bird)
  + Object Will Be Able to Move Around
  + Object Will Be the User
  + Programs How Far the Object Will Move
  + Programs Which Direction Object Moves
* User Interaction (Ben)
  + Allows User to Move Object
  + Creates Death Screen That Stops User from Moving Object
  + Creates Restart Point
  + Creates Start Point
* Moving Screen (Matthew)
  + Creates A “Camera” To Follow Object
  + Creates Point Where Camera Will Reset After Death
  + Camera Should Only Move with Object.
* Screen Resolution (Matthew)
  + Create Max Height Object Can Go Before Death
  + Create Ground Where Death Happens If Touched by Object

Difficulty Milestone (Done by April 17th)

* Obstacle Creation (Matthew)
  + Create Obstacle
  + Make Sure Gap Is Large Enough
  + Make a Sure Gap Is Small Enough
  + Create At Least 5 Different Types
* Integration (Ben)
  + Make Sure Obstacles Flow Well with Core Gameplay
  + Make Sure If Obstacle Is Hit Death Occurs
  + Check For Loopholes
* Random Obstacle Pattern (Huy)
  + Create System So There Is No Pattern for the Obstacles

Graphic & Sound Milestone (Done by April 24th)

* Bird & Obstacle (Matthew)
  + Make Object Graphic
  + Make Obstacle Graphic
  + Make Sure Hit Boxes Are Correct
* Bird Noise (Huy)
  + Object Noise for Flying
  + Object Noise for Successfully Avoiding Obstacle
  + Noise For Death
* Background (Ben)
  + Create Background
  + Make Sure Background Moves
  + Add Some Soft Music
  + Make Sure Background Is Pretty

Extra Milestone (If Extra Time Remains)

* + High Score
    - Create High Score List for After Death
  + Changing Difficulty
    - Add Changeable Difficulty
    - Different Speeds
    - Inversion?
  + Themes
    - Add Different Themes to Choose from Or Unlock
    - Star Wars
    - Cobber